NES-YN-USA

GAME PAK INSTRUCTIONS

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Masters of the Game™

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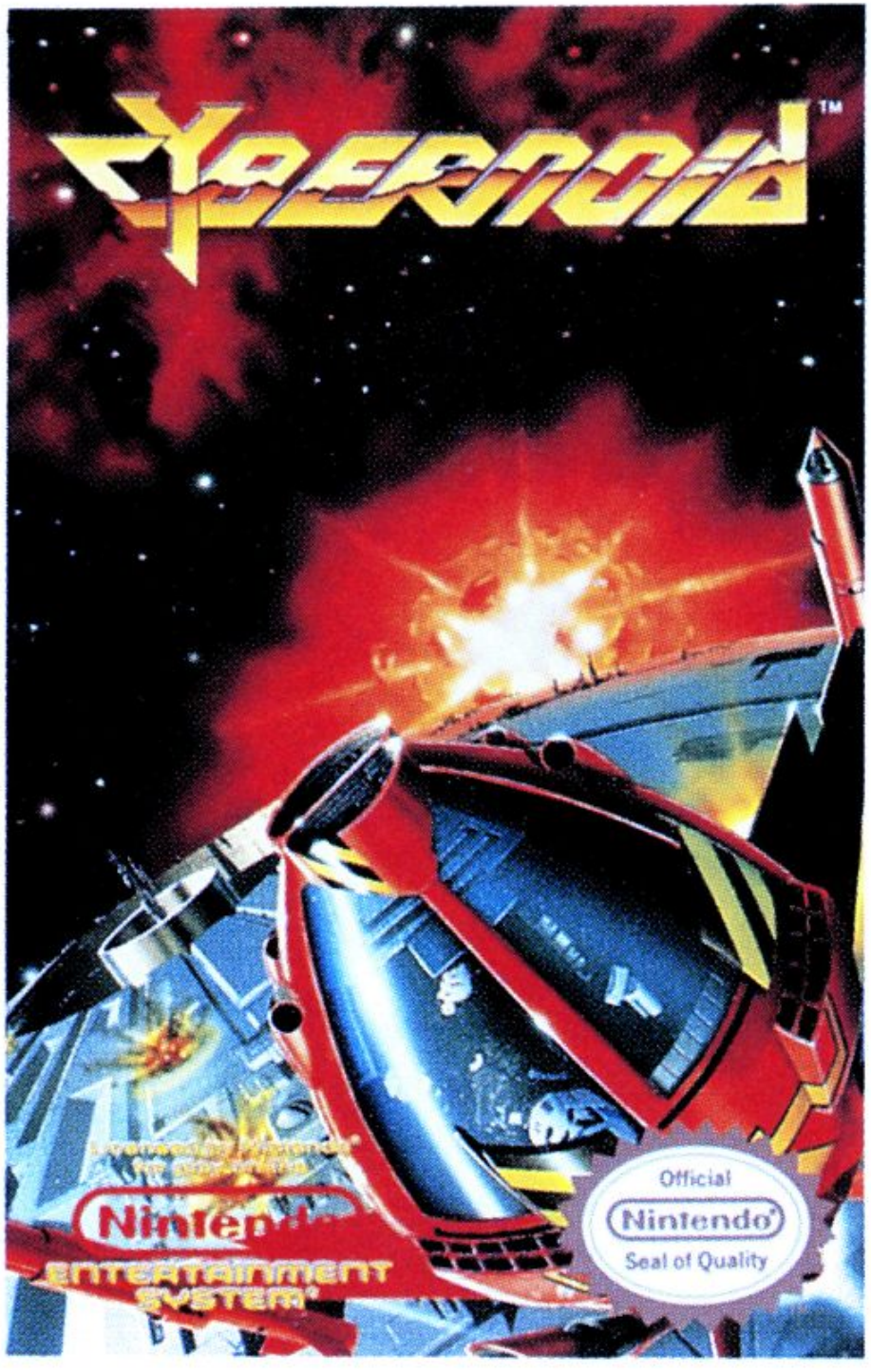
ENTERTAINMENT SYSTEM®

The federation has just developed this techo-new spacefighter. And they need a place to test it out. What about the Zog-infested storage asteroids?

They also need a pilot. What about you?



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ZOGGIANS INVADE ASTEROIDS

It figures.

If anyone could've found the riches we'd stored on those remote asteroids, it'd be the Zoggians.

They were three anonymous asteroids, in a storm of thousands of other asteroids. All of which looked almost identical.

That's why we thought they'd be a great hiding place—for rare minerals and precious gems. And they were.

Until the Zog pirates caught whiff of them.

Now it's a universal disaster. They've attacked the asteroids, infiltrated our storage rooms, and confiscated jillions of astralbucks worth of commodities.

Experience has thought us that conventional tactics don't work well against Zoggians. They're much too clever for that.

That's why we want to try out our newest advancement in armed spacefighter technology on them. The Cybernoid.

This one's got *everything*. Standard laser blasters? Sure. But more. Much more.

There are mega-ton blasting bombs, genocide missile exterminators, and off-the-wall bouncers for hair-raising action. Plus heat-sensitive seekers—to hone in on enemy ground installations.

Not to mention the magnetic superconductor shield—for impact-proof protection. There's also a rear firing blaster—for double the defensive power.

Then there's our top-secret weapon—never before tried anywhere in the universe—CyberMace. You just have to see this one to believe it.

And see it you will, because *you're* the one selected to fly Cybernoid's maiden mission. And *you're* the one who'll have to purge the asteroids of the Zoggian pirates. So go get 'em.

GETTING READY FOR ACTION

LOADING

1. Make sure the power switch is OFF.
2. Insert the Cybernoid™ cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

When you press the START BUTTON on player 1's controller, you'll see the game selection screen—with three difficulty levels to choose from.

SELECTING YOUR GAME

There are three difficulty levels to choose from. Move the Cybernoid ship to select your difficulty level by pressing the SELECT BUTTON. These are your choices:

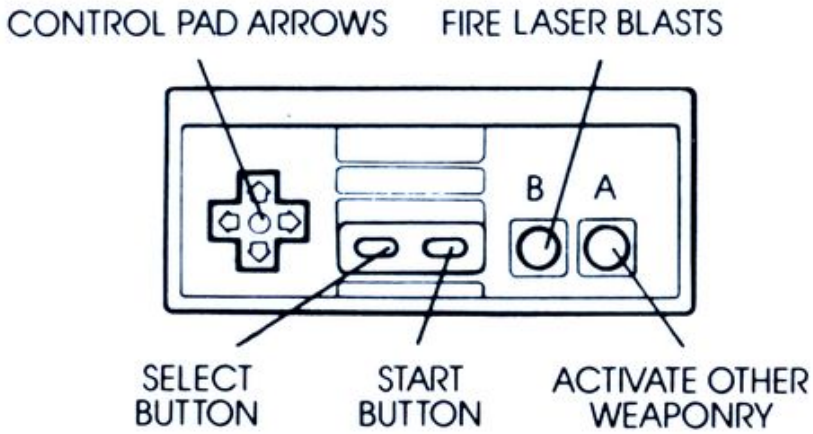
EASY—A good place to start out. 'Cause you're going to need the practice.

HARD—More Zoggian enemies, more often.

LETHAL—You'll get more points for each enemy, but this one takes fine-tuned Cybernoid training. Recommended for Aces only.

THE CONTROLS

The following illustration shows you your control points. Throughout this instruction book we will refer to these controls by the names indicated here.



SUPER SOUND EFFECTS

Cybernoid features *two* exciting sound effects modes. For basic music and sound effects, start the game as usual. But for super,

state-of-the-art sound effects—no music, just crisp explosions, futuristic laser sounds and more—press the START BUTTON to pause the game, press the A BUTTON to switch sounds, and then press the START BUTTON to resume the game.

BASIC MOVES

TO MOVE RIGHT and LEFT—Press the right and left CONTROL PAD ARROWS.

TO MOVE UP—Press the UP CONTROL PAD ARROW.

TO MOVE DOWN—Release the UP CONTROL PAD ARROW to let gravity pull you down.

TO PAUSE—Press the START BUTTON.

TO RESTART—Press the START BUTTON again.

USING WEAPONRY

Your Cybernoid ship comes equipped with an arsenal of state-of-the-art weapons and shields (described below). Your basic weapon is a perpetual laser blaster—which is available at all times. All other weapons must *first be selected* to be used.

TO FIRE LASER BLASTS—A BUTTON.

TO SELECT OTHER WEAPONS OR SHIELD—Press the SELECT BUTTON repeatedly until your selection is shown in the weapons window.

TO FIRE OR ACTIVATE SELECTED WEAPONS—Press the B BUTTON.

AN ARSENAL OF WEAPONS

In addition to your basic laser blaster, your Cybernoid ship comes equipped with the weapons listed here. As you battle your way across the asteroids—ridding them of Zoggian pirates—you'll quickly learn which weapons and defenses work best at which times.

Additionally, throughout your mission you will come across other weapons that you can acquire and use. The trick will be knowing where to find them.

Here are the weapons at your disposal:

BOMBS—These are good against ground-based installations and for destroying fuel barrels.

GENOCIDE MISSILE—The good news? It destroys all Zoggians on the screen at one time. The bad news? It destroys valuable cargo too.

SHIELD—Provides temporary invulnerability from all attacking Zoggians and installations.

BOUNCERS—These little guys are very "off the wall"—destroying everything in their path.

SEEKERS—They hone in on all active ground installations—so all you have to do is fire.

NOTE: FINDING ADDITIONAL WEAPONS—*Except for the laser blaster, your supply of the above weaponry will be limited. But there are more weapons scattered over the asteroids. They can be found in A.C.M.E. packing cases occasionally dropped by the Zoggians. And the more enemies you destroy, the more weapons will become available.*

TRANSFORMER WEAPONS TO BE FOUND

In addition to the listed weapons, there are two ultra-ballistic weapons to be found in the asteroids' holding plants. And once you find them, these weapons can be "snapped on" to your Cybernoid ship. These weapons are:

REAR FIRING BLASTER—This attaches to the back of the ship.

So when you press the A BUTTON to fire laser blasts, you'll be sending them in *both* directions.

CYBERMACE—One of the most treacherous weapons known to the universe. It circles your Cybernoid ship, destroying almost anything in your path. CYBERMACE works automatically—as soon as you find it. For double the effect, you can attach up to two of these guys at a time!

ON THE SCREEN

All the game play information lies across the top of the screen as follows:

TIME BOMB

The Zoggians have installed a time bomb in each room. Each one is set for a different amount of time—depending on what's in each room.

If you don't get out in the designated amount of time, the room will explode, taking you and your ship with it.

But here's the good news: about 10 seconds before the bomb is due to go off, the room will start to pulsate with light. When this happens, hyper outa there!!!

CYBER BONUS

To get a super high score, you can acquire additional bonus points in a couple of ways.

- You get BONUS POINTS for each of the cargo items you collect.
- You earn BONUS POINTS based on the amount of time remaining when you get to the end of an asteroid (three in all). The more time left, the more BONUS POINTS you'll receive.

NINE LIVES

A Cybernoid ship can regenerate itself nine times after being attacked by Zoggian fire.

You can acquire extra Cybernoid lives by collecting at least 500 additional cargo points on each level.

KNOW THE SCORE

You'll earn points for defeating certain Zoggians and for collecting cargo.

Here's what earns what:

ITEM	*POINTS*
S'hroom Zoggians	20
Giant Green Blob	500
Zoggian Missiles	40
Cargo	20-100
Arrow Zoggians	100

TECHNICAL TIPS

- Remember to test out all available weapons on each kind of attacker. If one weapon doesn't work, another one may.

- When all else fails, you can always employ your shields for temporary protection against enemy attack.

- Sometimes the best defense is no defense—just let yourself drop to safety from the gravitational pull.

- Some enemies can't be destroyed, so just avoid them.

- When bombarded by bubble pods from the giant green blobs, try to destroy their source.

- If selecting weapons during combat makes you uneasy, press the START BUTTON to pause the game. Next, select your weapon or shield by pressing the SELECT BUTTON. Resume your game by pressing the START BUTTON again.

IT'S UP TO YOU

The job of ridding the asteroids of Zoggian pilots rests on your shoulders. If you had any ship other than the Cybernoid, we'd say you didn't have a chance.

But you do have Cybernoid, with on incredible arsenal of weaponry and defensive devices at your fingertips. So get in there. And get rid of the Zoggian pirates. For good. Forever.

Acclaim Hotline (516) 624-9300

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES Into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

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